

Vienna Instruments
Tamtams & Gongs
User Manual

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Introduction

Welcome to the Vienna Symphonic Library, and thank you for purchasing this Library! This document contains the mapping information for the Vienna Instruments Tamtams & Gongs. You will find in it a comprehensive survey of the articulations/Patches content, a listing of abbreviations, and the mapping list proper which gives details for every Patch, Matrix, and Preset.

Patch information

The Patch information includes articulation type, playing range, number of samples used, RAM requirements, the number of velocity layers and alternations, AB switching possibilities, etc., as well as Patch specific information if necessary.

Where the type of articulation requires a special mapping (e.g., percussion Patches), the mapping layout will be shown in a detailed graphic.

The Patch information also lists a Patch's velocity layers in detail. Velocity layer switches generally are the same for patches with the same number of layers but may occasionally be adapted to the instrument's requirements:

Layers	Layer 1	Layer 2	Layer 3	Layer 4	Layer 5	Layer 6
2	1-88	89-127				
3	1-55	56-88	89-127			
4	1-55	56-88	89-108	109-127		
5	1-24	25-55	56-88	89-108	109-127	
6	1-24	25-55	56-88	89-108	109-118	119-127

Matrix information

Each Matrix listing contains information regarding the Patches used for the Matrix, the number of horizontal and vertical dimensions, and switching properties. A mapping table shows the Cell positions for each of the Matrix' Patches.

A/B switching normally is set to A0 for upward/crescendo, and B0 for downward/diminuendo. However, some bass instruments go below that range so that the A/B keys have to be adapted accordingly. For example, the A/B switches for double bass are A0 and A#0 because the instrument's lower range extends to B0.

In order to facilitate working with **MIDI controller switches** like the Modulation wheel, the switching positions are not distributed equally across the controller range if they control more than two Matrix rows or columns; generally, the switching range will be narrower at the extreme positions because they are easy to set, and wider in the middle where it is harder to find the desired setting.

Speed controller switches naturally are adjusted to the Patches involved, and have been tested carefully as to their playability. However, if you find that they do not fit your playing, or want to try out other settings, you can change this as well as any other controller's settings at the **Control edit** page, and save the result in your Custom Matrix folder.

Preset information

The Preset information lists the Matrices used in the Preset as well as its keyswitches. All other information can be gathered from the Matrix and Patch listings, so there's not really much to say here. Please note that the Matrices of a Preset can also be switched with MIDI Program Changes (VI: 101-112; VI PRO: 1-127) instead of keyboard notes, and if you like to keep your keyboard free for playing instead of switching, you can disable Preset keyswitching and only use MIDI Program Changes. Vienna Instruments PRO also allows you to define a MIDI Control for Preset keyswitching.

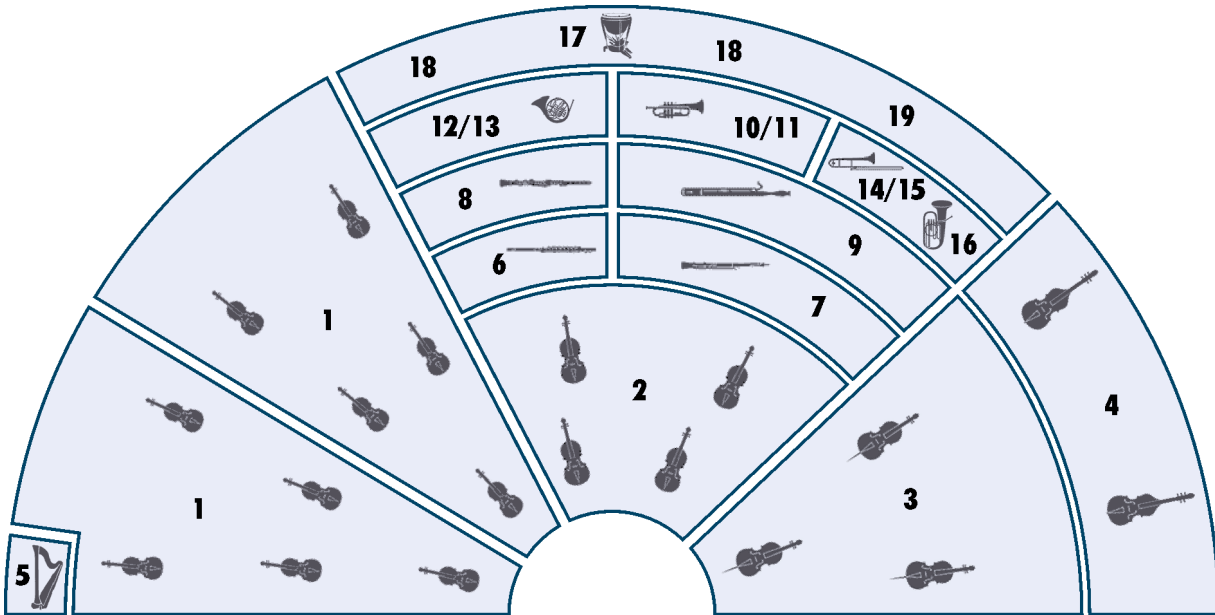
Abbreviations

Here's a list of abbreviations in Patch names, which will help you to determine a Patch's content even without the help of the Vienna Instruments browser. Please note that not all of the abbreviations may occur in the manual on hand.

Abbreviation	Meaning	Abbreviation	Meaning
+	faster articulation (runs and arpeggios)	li	light
150, 160, ...	150, 160, ... BPM (beats per minute)	lo	long
1s, 2s, ...	tone length 1 sec., 2 sec., ...	ma	major
acc	accelerando	me	medium
all	combination of all Patches of a category	mi	minor
arp	arpeggio	mord	mordent
cre	crescendo	nA	normal attack
dim	diminuendo	noVib	without vibrato
dm	diminished (arpeggios)	perf-rep	repetition performance
dyn	dynamics (crescendo and diminuendo)	por	portato
dyn5, dyn9	dynamics, 5/9 repetitions	run	octave run
fa	fast	sA	soft attack
faT	fast triplets	sl	slow
fA	fast attack	sta, stac	staccato
fA_auto	attack automation (normal/fast attack)	str	strong
fast-rep	fast repetitions	sus	sustained
flutter	flutter tonguing	T	triplets
fx	effect – flute: tongue-ram staccato	UB	upbeat
hA	hard attack	UB-a1, -a2	1, 2 upbeats
leg	legato	v1, v2 ...	1st, 2nd, ... variation
		Vib	with (medium) vibrato
		Vib-progr	progressive vibrato
		XF	Cell crossfade Matrix

The orchestra

There are several ways of setting up an orchestra, depending on the era of the piece played, the type of the piece and the instruments it requires, and even on the preference of the conductor. The figure below shows one of the more common setups, which can be taken as a guideline for mixing a composition, properly positioning the instruments in the stereo field and adding reverb according to the size of the concert hall you want your piece to be played in.



- 1 1st and 2nd violin
- 2 Viola
- 3 Cello
- 4 Double bass
- 5 Harp
- 6 Concert flute, piccolo
- 7 Oboe, English horn
- 8 Clarinet, bass clarinet

- 9 Bassoon, contrabassoon
- 10/11 Trumpet
- 12/13 Horn
- 14/15 Trombone
- 16 Tuba
- 17 Timpani
- 18 Drums, cymbals
- 19 other percussion instruments

Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

You can tune your Vienna Instruments to other players, or adjust it to tunings of earlier musical periods by setting the Perform page's Master Tune option within a range of 420 to 460 Hz.

Tamtams & Gongs Standard Library

Patches

Finger cymbals
 Tam-A, Tam-B_60, Tam-B_100, Tam-B_130
 Gongs
 Articulations according to instrument

32D Tam - Gongs

01D Finger_cymbals

Range: C4–E5

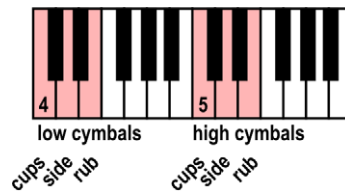
Samples: 10

RAM: 1 MB

Low and high finger cymbals
 Normal strokes, side strokes, and rubs
 2 velocity layers: Strokes: 0–88 p; 89–127 f

Mapping:

C4–E4 – low cymbals
 C5–E5 – high cymbals
 C: normal stroke
 D: side stroke
 E: rub



11D Tam-A

Range: C4–D6

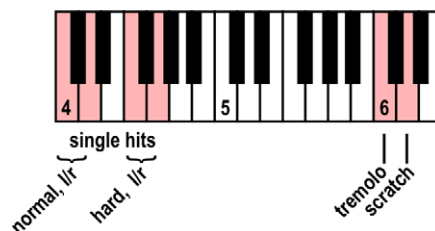
Samples: 46

RAM: 2 MB

Tam-tam A: Single hits, normal and hard sound
 Tremolo
 Scratches
 8 velocity layers: Single hits, 8 layers: 0–15 ppp, 16–35 pp, 36–55 p, 56–70 mp, 71–88 mf, 89–108 f, 109–118 ff, 119–127 fff; Tremolo, 4 layers; Scratches, 3 layers
 Release samples

Mapping:

C4–D4: single hits, normal, l/r
 F4–G4: single hits, hard sound, l/r
 C6: tremolo
 D6: long scratch



21D Tam-B_60

Range: C4–C5

Samples: 7

RAM: 1 MB

Tam-tam, 60 cm: Soft felt and metal beaters

Single hits, rub

4 velocity layers: Soft mallet, 4 layers

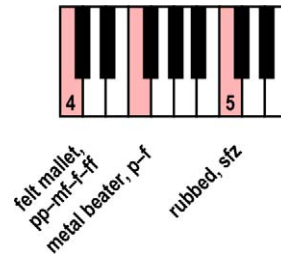
Metal beater, 2 layers

Mapping:

C4: soft felt mallet (pp–ff)

F4: metal beater

C5: metal beater, sforzato rub



22D Tam-B_100

Range: C3–E5

Samples: 14

RAM: 1 MB

Tam-tam, 100 cm: Various beaters

Single hits

Rubs (AB switch)

4 velocity layers: Soft mallet, 4 layers

Metal beater, 2 layers

Others, 1 layer

Release samples

Mapping:

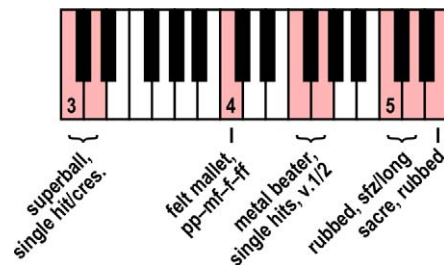
C3–D3: superball, rub normal/crescendo

C4: soft felt mallet (pp–ff)

F4–G4: single hits, metal beaters

C5–D5: metal beater, rub sforzato/long

E5: rub, Sacre stick



23D Tam-B_130

Range: C3–E5

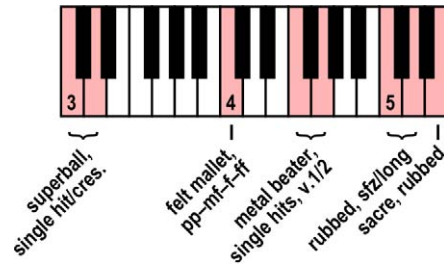
Samples: 14

RAM: 1 MB

Tam-tam, 130 cm: Various beaters
 Single hits
 Rubs (AB switch)
 4 velocity layers: Soft mallet, 4 layers
 Metal beater, 2 layers
 All others, 1 layer
 Release samples

Mapping:

C3–D3: superball, rub normal/crescendo
 C4: soft felt mallet (pp–ff)
 F4–G4: single hits, metal beaters
 C5–D5: metal beater, rub sforzato/long
 E5: rub, Sacre stick



31D Gongs_S0

Range: C2–A5

Samples: 132

RAM: 8 MB

Soft mallets: Single notes
 3 velocity layers: 0–66 mp; 67–108 f; 109–127 ff

32D Gongs_Wood

Range: A2–A5

Samples: 32

RAM: 2 MB

Wood mallets: Single notes
 1 velocity layer: 0–127 mf

99 RELEASE

This section contains release samples for various patches of the other sections. Please do not try to load them into a Vienna Instruments matrix – you will not be able to hear anything when you try to play them.

Matrices

32D Tam - Gongs

DL-Matrix Finger cymbals

Samples: 10

RAM: 1 MB

Patch: 01D Finger_cymbals

DL-Matrix Gongs

Samples: 164

RAM: 10 MB

31D Gongs_SO

32D Gongs_WOOD

Matrix switches: Horizontal: Keyswitches, C1–C#1

	C1	C#1
V1	Gongs_SO	Gongs_Wood

DL-Matrix Tam A

Samples: 46

RAM: 2 MB

Patch: 11D Tam-A

DL-Matrix Tam B

Samples: 35

RAM: 2 MB

21D Tam-B_60

22D Tam-B_100

23D Tam-B_130

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
V1	Tam-B_60	Tam-B_100	Tam-B_130

Tamtams & Gongs Full Library

Patches

Finger cymbals; Tam A, B series, C series; Gongs; China Gongs; Peking Opera Gongs

11 FINGER CYMBALS

01 Finger_cymbals

Range: C4–E5

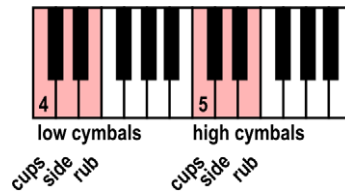
Samples: 10

RAM: 1 MB

Low and high finger cymbals
Normal strokes, side strokes, and rubs
2 velocity layers

Mapping:

C4–E4 – low cymbals
C5–E5 – high cymbals
C: normal stroke
D: side stroke
E: rub



12 TAM - A

12 TAM-A

Range: C4–D6

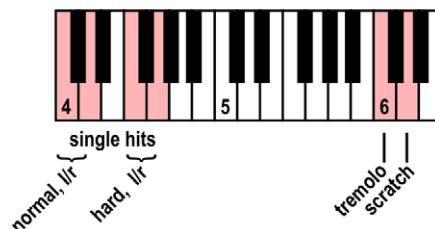
Samples: 39

RAM: 2 MB

Tam-tam A: Single hits, normal and hard sound
Tremolo
Scratches
8 velocity layers: Single hits, 8 layers: 0–15 ppp, 16–35 pp, 36–55 p, 56–70 mp, 71–88 mf, 89–108 f, 109–118 ff, 119–127 fff; Tremolo, 4 layers; Scratches, 3 layers
Release samples

Mapping:

C4–D4: single hits, normal, l/r
F4–G4: single hits, hard sound, l/r
C6: tremolo
D6: long scratch



13 TAM - series B

Tam-tams, 52, 60, 85, 100, 110, and 130 cm

01 Tam-B_52

Range: C4–C5

Samples: 7

RAM: 1 MB

Tam-tam, 52 cm: Soft felt and metal beaters

Single hits, rub

4 velocity layers: Soft mallet, 4 layers; Metal beater, 2 layers

Mapping:

C4: soft felt mallet (pp–ff)

F4: metal beater

C5: metal beater, sforzato rub



felt mallet,
pp–mf–f–ff
metal beater, p–f
rubbed, sfz

02 Tam-B_60

Range: C4–C5

Samples: 7

RAM: 1 MB

Tam-tam, 60 cm: Soft felt and metal beaters

Single hits, rub

4 velocity layers: Soft mallet, 4 layers; Metal beater, 2 layers

Mapping:

C4: soft felt mallet (pp–ff)

F4: metal beater

C5: metal beater, sforzato rub



felt mallet,
pp–mf–f–ff
metal beater, p–f
rubbed, sfz

03 Tam-B_85

Range: C3–E5

Samples: 12

RAM: 1 MB

Tam-tam, 85 cm: Various beaters

Single hits, rubs

4 velocity layers: Soft mallet, 4 layers; Metal beater, 2 layers; Others, 1 layer

Release samples

Mapping:

C3: large metal beater, long rub

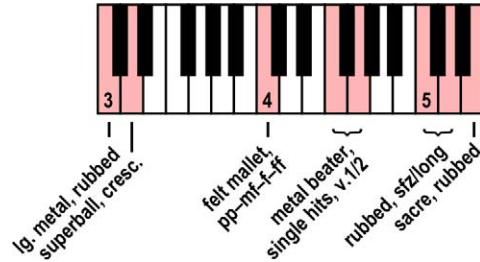
sD3: superbball, rub crescendo

C4: soft felt mallet (pp–ff)

F4–G4: single hits, metal beaters

C5–D5: metal beater, rub sforzato/long

E5: rub, Sacre stick



04 Tam-B_100

Range: C3–E5

Samples: 14

RAM: 1 MB

Tam-tam, 100 cm: Various beaters

Single hits

Rubs (AB switch)

4 velocity layers: Soft mallet, 4 layers; Metal beater, 2 layers; Others, 1 layer

Release samples

Mapping:

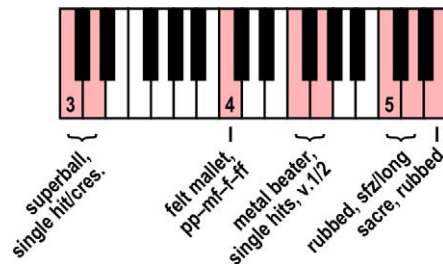
C3–D3: superbball, rub normal/crescendo

C4: soft felt mallet (pp–ff)

F4–G4: single hits, metal beaters

C5–D5: metal beater, rub sforzato/long

E5: rub, Sacre stick



05 Tam-B_110

Range: C3–E5

Samples: 14

RAM: 1 MB

Tam-tam, 110 cm: Various beaters

Single hits

Rubs (AB switch)

4 velocity layers: Soft mallet, 4 layers; Metal beater, 2 layers; Others, 1 layer

Release samples

Mapping:

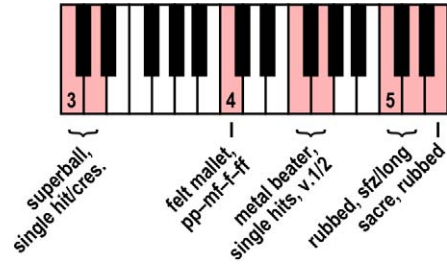
C3–D3: superbail, rub normal/crescendo

C4: soft felt mallet (pp–ff)

F4–G4: single hits, metal beaters

C5–D5: metal beater, rub sforzato/long

E5: rub, Sacre stick



06 Tam-B_130

Range: C3–E5

Samples: 14

RAM: 1 MB

Tam-tam, 130 cm: Various beaters

Single hits

Rubs (AB switch)

4 velocity layers: Soft mallet, 4 layers; Metal beater, 2 layers; All others, 1 layer

Release samples

Mapping:

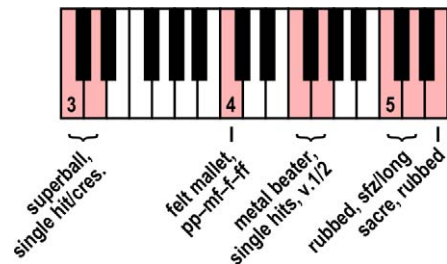
C3–D3: superbail, rub normal/crescendo

C4: soft felt mallet (pp–ff)

F4–G4: single hits, metal beaters

C5–D5: metal beater, rub sforzato/long

E5: rub, Sacre stick



14 TAM - series C

Tam-tams, 30, 40, 50, 60, 70, 80, and 90 cm

01 Tam-C_30 (40/50/60)

Range: C4-F4

Samples: 7

RAM: 1 MB

Tam-tam, 30/40/50/60 cm

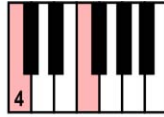
Single hits, normal and surface

5 velocity layers: Normal hits, 5 layers; Surface, 2 layers

Mapping:

C4: single hits, normal (p-ff)

F4: surface hits



single hits,
p-mp-mf-f-ff
surface strokes, p-f

05 Tam-C_70 (80/90)

Range: C3-D5

Samples: 21

RAM: 1 MB

Tam-tam, 70/80/90 cm

Rotating scrapes (AB switch)

Single hits and scrapes

5 velocity layers: Normal hits, 5 layers; Rotating scrapes and triangle beater single hits, 2 layers; Triangle beater scrapes, 1 layer

Release samples

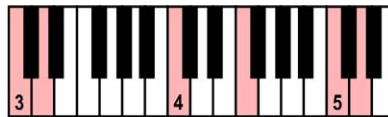
Mapping:

C3-D3: rotating scrape, triangle beater/brushes

C4: single hits, normal (p-ff)

F4: single hits, triangle beater (p/f)

C5-D5: scrapes, triangle beater, middle/rim



triangle beater/brushes,
rotating scrape
single hits,
p-mp-mf-f-ff
triangle beater,
single hits
triangle beater,
scraped, middle/rim

15 GONGS

Soft, wood, and metal mallets, bowed
 Single notes
 Rolls normal and crescendo

01 Gongs_SO Soft mallets: Single notes 3 velocity layers	Range: C2–A5	Samples: 132	RAM: 8 MB
02 Gongs_SO_roll Soft mallets: Rolls 2 velocity layers Release samples	Range: A2–A4	Samples: 120	RAM: 7 MB
03 Gongs_SO_roll-cre Soft mallets: Rolls, crescendo 1 velocity layer	Range: A2–A4	Samples: 20	RAM: 1 MB
04 Gongs_Wood Wood mallets: Single notes 1 velocity layer	Range: A#2–A5	Samples: 32	RAM: 2 MB
05 Gongs_Wood_roll Wood mallets: Rolls 1 velocity layer Release samples	Range: A2–A4	Samples: 60	RAM: 3 MB
06 Gongs_Wood_roll-cre Wood mallets: Rolls, crescendo 1 velocity layer	Range: A2–A4	Samples: 20	RAM: 1 MB
07 Gongs_Metal Metal mallets: Single notes 1 velocity layer	Range: A2–A5	Samples: 32	RAM: 2 MB
08 Gongs_Bow-1 Bowed, variation 1 Single notes 1 velocity layer	Range: A2–A5	Samples: 32	RAM: 2 MB
09 Gongs_Bow-2 Bowed, variation 2 Single notes 1 velocity layer	Range: A3–A5	Samples: 20	RAM: 1 MB

16 CHINA GONGS

01 China-Gongs

Range: C4–A6

Samples: 78

RAM: 4 MB

Single hits

Rolls normal (AB switch) and crescendo

3 velocity layers

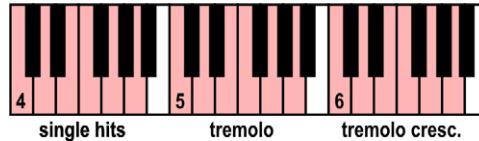
Release samples

Mapping:

C4–A4: single hits, var. 1–6 (p/mf/ff)

C5–A5: tremolo, var. 1–6

C6–A6: tremolo crescendo, var. 1–6



17 PEKING OPERA GONGS

01 Peking-Opera-Gongs

Range: C4–G7

Samples: 29

RAM: 1 MB

Single hits

Rolls crescendo slow, medium, and fast

3 velocity layers

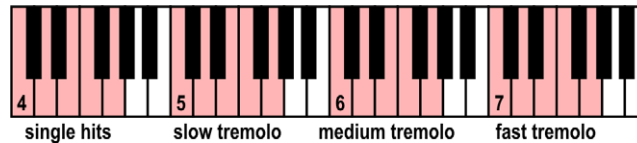
Mapping:

C4–G4: single hits, var. 1–5 (p/mf/ff)

C5–G5: tremolo crescendo slow, var. 1–5

C6–G6: tremolo crescendo medium, var. 1–5

C7–G7: tremolo crescendo fast, var. 1–5



99 RELEASE

This section contains release samples for various patches of the other sections. Please do not try to load them into a Vienna Instruments matrix – you will not be able to hear anything when you try to play them.

Matrices

Matrix - LEVEL 1

L1 03 Finger cymbals

Patch: 01 Finger_cmybals

Samples: 10

RAM: 1 MB

L1 04 Tamtam-A

Patch: 12 TAM-A

Samples: 46

RAM: 2 MB

L1 05 Tamtam serie-B

02 Tam-B_60

04 Tam-B_100

06 Tam-B_130

Samples: 35

RAM: 2 MB

Matrix switches: Horizontal: Keyswitches, C1–D1

V1	C1	C#1	D1
	Tam-B_60	Tam-B_100	Tam-B_130

L1 06 Gongs

01 Gongs_SO

04 Gongs_Wood

Samples: 164

RAM: 10 MB

Matrix switches: Horizontal: Keyswitches, C1–C#1

V1	C1	C#1
	Gongs_SO	Gongs_Wood

Matrix - LEVEL 2

15 Finger cymbals all

Patch: 01 Finger_cymbals

Samples: 10

RAM: 1 MB

16 Tamtam-A all

Patch: 12 Tam-A

Samples: 39

RAM: 2 MB

17 Tamtam serie-B all

Patches:

01 Tam-B_52, 02 Tam-B_60, 03 Tam-B_85, 04 Tam-B_100, 05 Tam-B_110, 06 Tam-B_130

Samples: 68

RAM: 4 MB

Matrix switches: Horizontal: Keyswitches, C1–F1

V1	C1	C#1	D1	D#1	E1	F1
	01 Tam-B_52	02 Tam-B_60	03 Tam-B_85	04 Tam-B_100	05 Tam-B_110	06 Tam-B_130

18 Tamtam serie-C all

Patches:

01 Tam-C_30, 02 Tam-C_40, 03 Tam-C_50, 04 Tam-C_60, 05 Tam-C_70, 06 Tam-C_80, 07 Tam-C_90

Samples: 95

RAM: 5 MB

Matrix switches: Horizontal: Keyswitches, C1–F#1

V1	C1	C#1	D1	D#1	E1	F1	F#1
	01 Tam-C_30	02 Tam-C_40	03 Tam-C_50	04 Tam-C_60	05 Tam-C_70	06 Tam-C_80	07 Tam-C_90

19 Gongs all

Samples: 468 RAM: 29 MB

Soft, wood, and metal mallets, bowed

Matrix switches: Horizontal: Keyswitches, C1–E1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1
V1	soft mallets	soft mallets, rolls	soft mallets, rolls crescendo	metal mallets	bowed #1
V2	wood mallets	wood mallets, rolls	wood mallets, rolls crescendo	metal mallets	bowed #2

20 Exotic gongs all

Samples: 107 RAM: 6 MB

China gongs and Peking Opera gongs

Matrix switches: Horizontal: Keyswitches, C1–C#1

	C1	C#1
V1	China gongs	Peking Opera gongs

Presets

Tam and Gongs VSL Preset Level 1

Samples: 255 RAM: 15 MB

Matrices:

L1 04 Tamtam-A

L1 05 Tamtam serie-B

L1 06 Gongs

L1 03 Finger cymbals

Matrix keyswitches: F1–G#1

Tam and Gongs VSL Preset Level 2

Samples: 796 RAM: 49 MB

Matrices:

16 Tamtam-A all

17 Tamtam serie-B all

18 Tamtam serie-C all

19 Gongs all

20 Exotic gongs all

15 Finger cymbals all

Matrix keyswitches: F1–A#1